

Feline Companions & Working Breeds

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While dogs are the undisputed masters of the battlefield and the hunt, the cats of the Continent have been selectively bred for centuries to protect the grain stores of the North, clear the holds of Cidarian trade ships, and even serve as sensitive "alarms" for mages. From the massive, frost-rimed cats of Kovir to the sleek, shadow-dwelling breeds of the Nilfgaardian courts, these feline companions offer utility that no hound can match.

Breed Name	Realm of Origin	Primary Function	Notable Characteristics
Aedirnian Barn-Cat	Aedirn	Vermin Control	Scrappy and independent; possesses a rugged, wiry coat and a relentless work ethic.
Cidarian Ship's Cat	Cidaris	Naval Utility	Exceptional balance and a "sixth sense" for incoming storms.
Kovirian Snow-Cat	Kovir & Poviss	Survival / Hunting	Massive, thick-furred felines capable of bringing down hares in deep snow.
Nilfgaardian Blue	Nilfgaard	Companionship	Elegant, silver-blue fur; highly intelligent and favored by the Imperial aristocracy.
Novigrad Sewer-Lynx	Novigrad	Vermin Control	A large, scarred breed adapted to the filth of the city; immune to most common urban diseases.
Ofieri Sand-Stalker	Ofir	Hunting / Scouting	Large ears and lean limbs; capable of tracking small prey through shifting dunes.
Skellige Cliff-Runner	Skellige Isles	Scouting / Hunting	Agile climbers that specialize in retrieving seabird eggs and hunting in rocky crags.
Temerian Shadow	Temeria	Espionage / Stealth	Entirely black coats and nearly silent movement; often kept by spies and court informants.

Toussaint Vineyard Cat	Toussaint	Property Guarding	Docile with humans but fiercely territorial against rodents and snakes.
Wyziman Lap-Cat	Temeria (Vizima)	Companionship	Small, affectionate, and bred specifically for domestic comfort.

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Universal Feline Mechanics

Regardless of breed, all cats share the following baseline traits:

- **Night Vision:** Cats ignore all penalties for dim light and can see in total darkness up to 20 meters (though they cannot see in magical darkness).
- **Magical Sensitivity:** Cats are naturally attracted to Places of Power and magical anomalies. A cat will purr loudly near a positive magic source and hiss or bristle near a Curse, a Specter, or a malevolent magical threshold.
- **Feral:** For the purposes of Awareness and Wilderness Survival, a cat's instincts grant them an effective INT of 8.
- **Soft Fall:** Cats automatically reduce any falling damage taken by half and always land on their feet unless incapacitated.
- **Vulnerabilities:** Beast Oil.
- **Loot:** Beast Bones (1d6), Raw Meat (1d6/4).

Breed Archetype	HP	STA	SPD	RUN	BODY	REF	DEX	EMP	WILL	Claw/Bite Damage	Average Cost
Companion/Lap Cat	10	15	6	18	1	5	7	8	5	1d4	40 Crowns
Vermin-Slayer	15	20	8	24	2	7	9	4	6	1d6	80 Crowns
Scout/Prowler	12	25	9	27	2	8	10	3	7	1d6	120 Crowns
Heavy/Wild Cat	20	30	7	21	4	6	8	2	8	1d6+2	200 Crowns

Kovirian Snow-Cat

"In Kovir, a cat isn't a pet. It's a fuzzy insurance policy against starving when the rats get into the winter jerky."

- **Skill Bases:** Wilderness Survival +12, Athletics +10, Awareness +10, Stealth +8, Melee +8.
- **Unique Abilities**
 - **Arctic Insulation:** Completely immune to the negative effects and stamina drains of extreme cold weather.
 - **Snow-Treader:** The cat ignores movement penalties for deep snow or icy terrain.
 - **Heavy Pounce:** If the cat attacks from Stealth, it deals an additional +2 damage and can attempt to trip a target of Humanoid size (DC 14 Athletics to resist).

Cidarian Ship's Cat

- **Skill Bases:** Athletics (Climbing/Balance) +14, Awareness +12, Dodge/Escapes +10, Melee +7.
- **Unique Abilities**
 - **Sea Legs:** The cat is never affected by the swaying of a ship or unstable footing. It gains a +4 to any check to maintain balance.
 - **Barometer Instinct:** The cat becomes visibly restless 1d6 hours before a storm hits, granting its owner a +3 to Wilderness Survival or Seamanship checks to prepare for weather.

Novigrad Sewer-Lynx

- **Skill Bases:** Awareness +12, Brawling +10, Stealth +9, Intimidation +7, Melee +9.
- **Unique Abilities**
 - **Urban Immunity:** The cat is completely immune to the *Poison* and *Disease* statuses.
 - **Vicious Scrapper:** When fighting in cramped or dark environments (sewers, alleys, small rooms), the cat gains a +2 to Melee and Dodge/Escapes.

Temerian Shadow

- **Skill Bases:** Stealth +15, Awareness +11, Dodge/Escapes +12, Melee +6.
- **Unique Abilities**
 - **Void Coat:** In dim light or darkness, the Shadow cat is virtually invisible. It gains a +5 to Stealth checks as long as it remains in shadows.
 - **Distraction:** As an action, the cat can dash between an opponent's legs or knock over an object, granting an ally a +2 bonus to their next attack against that opponent.

Wyziman Lap-Cat

- **Skill Bases:** Empathy +12, Charisma (Tricks) +10, Awareness +6.
- **Unique Abilities**
 - **Stress Relief:** Spending a short rest petting or interacting with a Wyziman Lap-Cat restores an additional 5 Stamina to the player.
 - **Domestic Alarm:** While the owner is sleeping, the cat gains a +5 to Awareness to detect anyone entering the room or house. If it detects an intruder, it will wake its owner by biting or scratching (1 damage).

Ofieri Sand-Stalker

- **Skill Bases:** Awareness +14, Wilderness Survival +11, Athletics +10, Stealth +10.
- **Unique Abilities**
 - **Heat Adaptation:** Immune to the negative effects and stamina drains of extreme desert heat.
 - **Telescopic Senses:** Can track small prey or detect movement up to 100 meters away in open terrain.

Toussaint Vineyard Cat

- **Skill Bases:** Melee +10, Awareness +10, Courage +8, Brawling +8.
- **Unique Abilities**
 - **Serpent Hunter:** The cat gains a +3 to Melee and Dodge/Escape when fighting reptiles or monsters with the "Snake" or "Insectoid" tags.
 - **Territorial Guard:** Gains a +2 to all combat rolls when fighting within 50 meters of its "home" vineyard or camp.



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